WEST Search History

Hide Items Restore Clear Cancel

09/764029

DATE: Monday, August 02, 2004

Hide?	<u>Set</u> Name	Query	<u>Hit</u> <u>Count</u>
DB=PGPB, USPT; PLUR=YES; OP=OR			
	L10	14 and cutout same region and foreground and translat\$ and scal\$	0
	L9	11 and cutout same foreground and translat\$ and scal\$	0
	L8	ROI and cutout same foreground and translat\$ and scal\$	0
	L7	cutout same region same interest and foreground and translat\$ and scal\$ and 12	0
	L6	cutout same region and foreground and translat\$ and scal\$ and adjust\$	3
	L5	382/199.ccls.	959
	L4	345/619.ccls.	758
	L3	345/660.ccls.	473
L	L2	345/629.ccls.	766
	L1	345/620.ccls.	195

END OF SEARCH HISTORY



Subscribe (Full Service) Register (Limited Service, Free) Login

Search: • The ACM Digital Library • The Guide

+cutout +region +and +adjustable +image moving and transl



THE ACM DIGITAL LIBRARY

Feedback Report a problem Satisfaction survey

Terms used cutout region and adjustable image moving and translating and scaling

window

Found 6 of 139,988

Relevance scale

Sort results by

relevance

Save results to a Binder

Search Tips

Open results in a new

Try an <u>Advanced Search</u>
Try this search in <u>The ACM Guide</u>

Display results

expanded form

Results 1 - 6 of 6

1 The Personal Presence System—hardware architecture

M. Lukacs

October 1994 Proceedings of the second ACM international conference on Multimedia

Full text available: pdf(957.84 KB) Additional Information: full citation, abstract, references, citings, index terms

The Personal Presence System (PPS) experimental prototype is being designed to support multiparty multimedia visual services which use advanced video combining techniques. This paper is a companion to another paper in this proceedings: "The Personal Presence System—A Wide Area Network Service Resource for the Real Time Composition of Multipoint Multimedia Communications" which contains a detailed service description. This paper describes the architecture of the A ...

² Interactive Editing Systems: Part I Norman Meyrowitz, Andries van Dam

September 1982 ACM Computing Surveys (CSUR), Volume 14 Issue 3

Full text available: pdf(3.08 MB)

Additional Information: full citation, citings, index terms

³ A user interface for interactive cinematic shadow design

Fabio Pellacini, Parag Tole, Donald P. Greenberg

July 2002 ACM Transactions on Graphics (TOG), Proceedings of the 29th annual conference on Computer graphics and interactive techniques, Volume 21 Issue 3

Full text available: pdf(6.20 MB) Additional Information: full citation, abstract, references, citings, index terms

Placing shadows is difficult task since shadows depend on the relative positions of lights and objects in an unintuitive manner. To simplify the task of the modeler, we present a user interface for designing shadows in 3d environments. In our interface, shadows are treated as first-class modeling primitives just like objects and lights. To transform a shadow, the user can simply move, rescale or rotate the shadow as if it was a 2d object on the scene's

surfaces. When the user transforms a shadow, \dots

Keywords: human computer interaction, illumination, lighting design, user interface design

4 Interactive inspection of solids: cross-sections and interferences

Jarek Rossignac, Abe Megahed, Bengt-Olaf Schneider

July 1992 ACM SIGGRAPH Computer Graphics, Proceedings of the 19th annual conference on Computer graphics and interactive techniques, Volume 26 Issue 2

Full text available: pdf(3.87 MB)

Additional Information: full citation, references, citings, index terms

Keywords: clipping, cross-section, interferences

5 Recognizing creative needs in user interface design

Michael Terry, Elizabeth D. Mynatt

October 2002 Proceedings of the fourth conference on Creativity & cognition

Additional Information: full citation, abstract, references, index terms Full text available: pdf(478.46 KB)

The creative process requires experimentation, the exploration of variations, and the continual evaluation of one's progress. While these processes are frequently non-linear and iterative, modern user interfaces do not explicitly support these practices, and instead impose a linear progression through tasks that is a poor fit for creative pursuits. In this paper we use data from three case studies, and draw upon Sch\$#246;n's theory of reflection-in-action to illustrate specific deficiencies in c ...

Keywords: creativity, image manipulation, non-linear interaction model, on-demand previews, open-ended tasks, side view

⁶ Feature-based cellular texturing for architectural models

Justin Legakis, Julie Dorsey, Steven Gortler

August 2001 Proceedings of the 28th annual conference on Computer graphics and interactive techniques

Full text available: pdf(3.42 MB)

Additional Information: full citation, abstract, references, citings, index terms

Cellular patterns are all around us, in masonry, tiling, shingles, and many other materials. Such patterns, especially in architectural settings, are influenced by geometric features of the underlying shape. Bricks turn corners, stones frame windows and doorways, and patterns on disconnected portions of a building align to achieve a particular aesthetic goal. We present a strategy for feature-based cellular texturing, where the resulting texture is derived from both patterns of cells and the ...

Keywords: cellular texturing, computer-aided design, procedural modeling, texturing

Results 1 - 6 of 6

The ACM Portal is published by the Association for Computing Machinery. Copyright © 2004 ACM, Inc. Terms of Usage Privacy Policy Code of Ethics Contact Us

Useful downloads: Adobe Acrobat Q QuickTime Windows Media Player Real Player

IEEE HOME | SEARCH IEEE | SHOP | WEB ACCOUNT | CONTACT IEEE



Publications/Services Standards Conferences Welcome **United States Patent and Trademark Office** » Se V Quick Links FAQ Terms IEEE Peer Review Welcome to IEEE Xplore® O- Home Your search matched 8 of 1058483 documents. — What Can A maximum of 500 results are displayed, 15 to a page, sorted by Relevance I Access? Descending order. O- Log-out **Refine This Search: Tables of Contents** You may refine your search by editing the current search expression or enteri new one in the text box. ()- Journals & Magazines Search: foreground image - Conference Check to search within this result set **Proceedings** Standards **Results Key:** JNL = Journal or Magazine CNF = Conference STD = Standard Search O- By Author 1 Foreground/background bit allocation for region-of-interest coding O- Basic Chai, D.; Ngan, K.N.; Bouzerdoum, A.; ()- Advanced Image Processing, 2000. Proceedings. 2000 International Conference on , Vo 2, 10-13 Sept. 2000 **Member Services** Pages:923 - 926 vol.2 O Join IEEE - Establish IEEE [PDF Full-Text (460 KB)] [Abstract] **IEEE CNF** Web Account 2 First steps towards a self-dual morphology O- Access the Heijmans, H.J.A.M.; Keshet, R.; **IEEE Member Digital Library** Image Processing, 2000. Proceedings. 2000 International Conference on , Vo 2, 10-13 Sept. 2000 late unterprise Pages:934 - 937 vol.2 O- Access the **IEEE Enterprise** [Abstract] [PDF Full-Text (316 KB)] **IEEE CNF** File Cabinet 3 Application specific image compression for virtual conferencing Print Format Jiangfeng Ding; Furgeson, J.C.; Sha, E.H.-M.; Information Technology: Coding and Computing, 2000. Proceedings. Internat Conference on , 27-29 March 2000 Pages:48 - 53 [PDF Full-Text (88 KB)] [Abstract]

4 Towards vision-based 3-D people tracking in a smart room

Focken, D.; Stiefelhagen, R.;

Multimodal Interfaces, 2002. Proceedings. Fourth IEEE International Conferer on , 14-16 Oct. 2002

Pages:400 - 405

[Abstract] [PDF Full-Text (749 KB)] IEEE CNF

5 A wavelet approach to double-sided document image pair processin

Ruini Cao; Chew Lim Tan; Peiyi Shen;

Image Processing, 2001. Proceedings. 2001 International Conference on , Vo 3 , 7-10 Oct. 2001

Pages:174 - 177 vol.3

[Abstract] [PDF Full-Text (384 KB)] IEEE CNF

6 JPEG-matched MRC compression of compound documents

Mukherjee, D.; Memon, N.; Said, A.;

Image Processing, 2001. Proceedings. 2001 International Conference on , Vo 3 , 7-10 Oct. 2001

Pages:434 - 437 vol.3

[Abstract] [PDF Full-Text (528 KB)] IEEE CNF

7 Using a region-based blurring method and bits reallocation to enhal quality on face region in very low bitrate video

Chang-Hong Chen; Liang-Gee Chen; Hao-Chieh Chang; Circuits and Systems, 1998. ISCAS '98. Proceedings of the 1998 IEEE Interna Symposium on , Volume: 4 , 31 May-3 June 1998

Pages:134 - 137 vol.4

[Abstract] [PDF Full-Text (380 KB)] IEEE CNF

8 Superposing images with shadow casting

Hsu, P.; Staudhammer, J.;

Visualization, 1990. Visualization '90., Proceedings of the First IEEE Conference 22.36 Oct. 1990.

on , 23-26 Oct. 1990 Pages: 298 - 306, 484-5

[Abstract] [PDF Full-Text (1064 KB)] IEEE CNF

Home | Log-out | Journals | Conference Proceedings | Standards | Search by Author | Basic Search | Advanced Search | Join IEEE | Web Account |
New this week | OPAC Linking Information | Your Feedback | Technical Support | Email Alerting | No Robots Please | Release Notes | IEEE Online
Publications | Help | FAQ | Terms | Back to Top

Copyright © 2004 IEEE - All rights reserved